

AMENDMENTS TO THE SPECIFICATION:

Please amend paragraph [0004], beginning at line 20 of page 1 as follows:

Conventionally, trading cards have been those in which athletes, cartoon characters, and the like are depicted and collected by enthusiasts or ~~manias~~ maniacs. Trading cards with gaming properties to be used in competitive games have recently been provided. The trading cards with gaming properties are not only collected, but also can proceed with games according to various kinds of information described in the cards.

Please amend paragraph [0011], beginning at the last line of page 2, as follows:

For achieving the foregoing object, the present invention provides a gaming machine for providing a game ~~playing~~ played with a trading card which stores character data of a character and has a surface printed with a detail of the character data;

the gaming machine comprising:

updating means for writing changed character data in the trading card in response to a change in the character data according to a state of proceeding with the game; and

printing means for printing a detail of the changed character data onto the surface of the trading card.

Please amend paragraph [0096], beginning at line 18 of page 16, as follows:

After the processing of step S12 is executed, the CPU 41 carries out processing for reading character data (step S13). Namely, by transmitting a control signal to the R/W 50, the CPU 41 causes the ~~R/W50~~ R/W 50 to transmit query radio waves to the trading card and receive answer radio waves emitted from the trading card, thereby terminating this subroutine. As a result, character data are read from the trading card inserted in the TC slots 17, and thus read character data are stored into the memory 42.

Please amend paragraph [0127] beginning at line 14 of page 21 as follows:

In each of the trading cards 20c and 20d, respective magnitudes of the offensive force, defensive force, physical power, and maximum power, which are capacity values of character data, and the number of games are represented by patterns simulating scales. The values indicated by the scales of the trading card 20d are greater than those in the trading card 20c.

The special capabilities of new character data printed in the trading card 20d include magic A and [[C]] B in addition to swordplay A and B which are special capabilities of original character data printed in the trading card 20c. This enables the

S/N: 10/763,284

1/29/2007

Docket No.: KAW-314-USAP

player owning the trading card to grasp details of the character data stored in the trading card and changes thereof without depending on gaming machines.